The Ishim

Ishim are relatively small and bland when compared to other angels. They are small, between three and four feet in height, with human looking skin and hair. Only their wings and shining white eyes reveal them as divine, and they can hide these features with their magic, making them look identical to a young human. In addition, unlike most angels, Ishim can appear as either male or female.

The Ishim are members of the lower caste of the angelic hosts of the gods. They are akin to Devas, in that they act as servants and agents to the gods in the material plane. However, while Devas are deployed to temples and castles to guide or lead on a grand scale, it is the role of the Ishim to react to the pleas and prayers of the common man, to help the faithful and the needy, and to punish the wicked and the sinful.

When a beggar prays for aid and salvation, it is the Ishim who appear to offer clean water, healthy food, and hope. And when a lord grows greedy and malicious, it is the Ishim who dry his wells, poison his food, destroy his crops, and slay his herds in the dead of night. When a paladin, surrounded and wounded, begs for aid, it is their bows that sing and slay his foes. And when an assassin flees from the scene of her crime, it is their wings that she hear before a blade plunges through her chest. They are the unseen will of the gods, and in that, they have power.

When the Angelic Hosts descend to do battle with the forces of evil, flocks of Ishim form the vanguard, acting as scouts for both celestial and mortal armies, harassing the enemy's armies, slaying their scouts and raiders, and performing brutal flanking actions during pitched battles. Many a tyrant has fallen, their armies crushed and their heads rolling, due bows of the humble Ishim.

Ishim

Small Celestial, Lawful Good

Armor Class 14 (Natural Armor)
Hit Points 110(20d6 + 40)
Speed 25ft, fly 60ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Wis +5, Cha +5
Skills Stealth +5, Insight + 5, Perception +5
Damage Resistances Radiant
Condition Immunities Charmed, Exhaustion, Frightened
Senses Darkvision 90ft, passive Perception 15
Languages All, Telepathy 60ft
Challenge 4 (1100 XP)

Angelic Weapons. The Ishim's Weapon attacks are Magical. When the Cherubim hits with any weapon, the weapon does an additional 2d8 radiant damage (Included in the attack).

Innate Spellcasting. The Ishim's spellcasting ability is its Charisma (DC 14). The Ishim can cast the following spells, requiring only verbal components.

At will: *detect evil and good, thaumaturgy*

1/day: *create/destroy water, purify food and drink*

Magic Resistance. The Ishim has advantage on saving throws against spells and other magical effects.

Hide Angelic Form. The Ishim can retract its wings and put out the glow of its eyes at will. When it does this, it looks exactly like a 14/15 year-old human.

Hide Weapons. The Ishim can summon and store their weapons in an extradimensional space at will. When they summon their weapons, they appear ready in the hands of the angel.

Actions

Multiattack. The Ishim can make two Longbow attacks.